



Darkstar Ripclaw Presents...

APOLLO JUSTICE: ACE ATTORNEY
FAQ/WALKTHROUGH

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INTRODUCTION

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The Ace Attorney series, starring mainstay Phoenix Wright, made its debut on the GBA, going on for a three-game run in Japan before finally ending.

With the release of the Nintendo DS, Capcom ported the original game to the DS, and localized it on English shores as Phoenix Wright: Ace Attorney. The fanbase for the game unexpectedly exploded, and the rest was history.

As all things Capcom, once something was making money, a sequel was sure to follow. However, Apollo Justice: Ace Attorney, as suggested by the title, does not feature Phoenix Wright as its main star. Instead, newcomer Apollo Justice is the new defense attorney that you shall play as throughout the course of the game. Additionally, as the first game built ground-up for the Nintendo DS, AJ: AA also has special touch-screen and mic features, along with a new Perception system that is used in court to semi-replace the Magatama system that was present in Justice for All and Trials and Tribulations.

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DONATIONS

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Although I do not wish to shill you, nor do I care to share my life's story, I would ask for you to consider donating a dollar or two or more for the usage of this guide and/or any other guides you may use by me in the future.

Though it may not be much, every little bit helps me out a great deal, as I am currently a full-time university student. I tend to cover less popular games that have previously had little to nothing in the way of guides, which means that any donations will lead to assisting other gamers just as you have been with this FAQ.

I accept possible donations through two means; PayPal and AlertPay. You can donate to me via either service at darkstar DOT ripclaw AT gmail DOT com (substitute an @ for the 'AT' and a . for the 'DOT's).

Thank you for your time.

~Darkstar Ripclaw

--
COURTROOM

--
[HTCR]

Once you step into a court of law, you need to prove that whichever defendant you are defending is actually innocent. At the same time, however, you need to come up with a viable alternative to who murdered the victim, and

also put forward evidence that proves the alternative murderer is in fact the real murderer. In doing so, each case will bring forth multiple witnesses who will testify to the events surrounding each murder. Apollo Justice must gather the facts from the testimony, disprove testimony that would indict his own client, and solve the case all at the same time.

COURT RECORD

The court record consists of items that can include documents, murder weapons, and other objects. These items are counted in the court as evidence, and they are gathered throughout periods of investigation outside of the court, and during the actual trial.

CROSS-EXAMINATION

As one would expect from a real court of law, as the defense attorney, you will be able to (and shall have to) cross-examine witnesses. For every statement that they make as part of their testimony, you can "press" them to obtain further details, which often results in a new statement being added to the testimony or an existing one added. Sometimes, pressing a statement will completely finish the current testimony.

OBJECTIONS

Throughout each case, multiple items will be entered into a court record. The items are undeniable as evidence except for storyline purposes. When a witness presents testimony that does not match up with any evidence you may have in the court record, you can often highlight the specific statement and present the conflicting evidence. This is called an objection. If the objection has merit, either the witness will be forced to alter or add to their testimony, new evidence will come to light, or an entirely new testimony shall come up.

However, if you make an incorrect objection, the life bar at the top of the screen will decrease. Minor errors will cost little life, but major errors will hurt. Should the bar hit zero, you will automatically lose the trial, and will have to start over from the last save point.

PERCEPTION

Apollo Justice: Ace Attorney introduces a new feature into the courtroom trials. During certain testimonies, there will not be any conflicting statements. Instead, you will have to key in on the witness him or herself; if he or she is making a statement that s/he is unsure of, they will have a nervous reaction. How the Perception system works is that by tapping the

bracelet at the top of the touch screen (when it is not greyed out), you will be able to watch the witness in slow motion. Eventually, he or she will fidget in a mannerism of some sort, every twitch and shrug, and so forth; if Apollo perceives this motion (done by highlighting the motion with the cursor and pressing A), he can jump on it and pressure the witness into letting something loose.

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INVESTIGATION

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[HTIN]

Not everything can be spoon-fed to Apollo in the courts; to obtain evidence and facts that he shall require to stop his client from getting a guilty verdict, he will need to go out and find them. To this end, he can talk to various people, present items to the same people to elicit more evidence, and examine crime scenes.

Examine - This will allow Apollo to examine the surroundings of whichever area

he happens to be in. Whenever the "Examine" cursor shows up at the top of the item screen, you will have encountered an item of some interest. While some items offer only useless conjecture, other things may provide valuable information.

Talk - Allows you to initiate conversation with whatever character is around at

the present area. You can only talk about a limited number of things; however, small talk can lead to new information. Additionally, coming back later on may open up new things you can talk about, along with presenting evidence.

Present - This option lets Apollo present evidence from the Court Record to the

person in his current area. If the information is of relevance, the person will shed more details on the subject at hand, and can even open up a new branch of conversation.

Move - Lets Apollo Justice move to different areas, where other people are and

more evidence can be found. As not every area is directly connected, you will want to keep track of how to get from one spot to another.

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EPISODE ONE: TURNABOUT TRUMP

--

[E1TT]

CASE SYNOPSIS

Circumstances: Phoenix Wright, a pianist at the Borscht Bowl Club, hit a client over the head with a bottle of grape juice, killing him on contact. The connection between the defendant and the victim is unclear. The motive is believed to have been a loss in a poker game with major stakes.

The Victim: Shadi Smith, Age unknown. A traveler of unknown origins, who only recently came back to the country.

The Suspect: Phoenix Wright, Age 33. Formerly a great defense attorney. Works at the Borscht Bowl Club as a pianist, but his real job is playing Poker.

Witnesses: Olgy Orly, Age 21. A professional scammer hired by Smith to help set up Phoenix Wright in a card game and destroy his reputation.

EVIDENCE

Bloody Ace: An Ace of Spades received from a mysterious girl. Has a drop of blood on it. [EVIDENCE]

Chip Photo: A photo of the defendant's and victim's gambling chips when the crime took place. [PHOTOGRAPHS]

Deadly Bottle: Grape juice bottle used as the murder weapon. Mr. Wright's prints on it are upside-down. The bottle is empty. [MURDER WEAPON]

Olga's Photo: A picture of the defendant & Mr. Smith at the Borscht Bowl Club. [PHOTOGRAPHS]

|Smith's Autopsy Report: The time of death was around 2 AM, April 17. Death
|
| caused by single blow to forehead. [REPORT] |
|
|Victim's Hand: The victim's hand at the time of the crime, left at the
scene.|
| A full house. [EVIDENCE] |
|
|Wright's Cell Phone: Used by the defendant to notify the police from the
|
| restaurant's first floor. [OTHER] |
|
|_____
_|

THE LOBBY

---> Read the text. For the sake of keeping spoilers in this walkthrough down
to a very minimal level, all walkthrough directions will be reduced to
simple prompts.

THE COURTROOM

---> "Deadly Bottle" is added to Evidence

WITNESS TESTIMONY PHOENIX WRIGHT

WITNESS'S ACCOUNT, PART 1 "THE COMPETITION"

1. "I am a pianist by trade...yet I can hardly play at all."
2. "My real job is to take on interested customers over at the poker
table."
3. "The room where we play and the competition in there are the club's main
attractions."
4. "The rules are simple: we play a game of poker using two decks of
cards."
5. "That's all it is...a game. And our customers are happy."
6. "I plead silence regarding the murder. But I will say I never touched
the
murder weapon."

CROSS-EXAMINATION, PART 1

---> "Refresher Course" for a How-To on the game's court system, "No Thanks"
to skip the tutorial.

---> Press Statement 1

---> Press Statement 2
---> Press Statement 3
---> Press Statement 4
---> Statement 6 is added to the Testimony
---> Present "Deadly Bottle" at Statement 6

---> "Wright's Cell Phone" is added to Evidence
---> "Olgy Orly" is added to Profiles
---> "Olga's Photo" is added to Evidence

WITNESS TESTIMONY
OLGA ORLY

WITNESS'S ACCOUNT, PART 1
"THAT FATEFUL NIGHT"

1. "That night, customer asked me to deal cards for game."
2. "It was cold...Both players played with hats on, dah."
3. "The victim, he plays whole time with his hand on locket at his neck."
4. "Then, last had is done! But something terrible has happened, dah!"
5. "That man flew at victim, and is strangling him to death!"

CROSS-EXAMINATION, PART 1

---> "Chip Photo" is added to Evidence
---> Present "Smith's Autopsy Report" at Statement 5
---> "Crime Photo 2" is added to Evidence
---> Present "Crime Photo 2" at Statement 3

WITNESS'S ACCOUNT, PART 2
"SERIOUS COMPETITION"

- 1a. "The game began with 3,500 point in chips for each man."
- 1b. "One kind of chip is worth 100 points, other kind is worth 1,000. Two kinds in all."
2. "House chips come in two size: small and large."
3. "The one who was winning...dah, it was victim!"
4. "For last hand, defendant play with all chips on table and lose."

5. "The moment loss was decided, defendant grabs bottle from table and..."

CROSS-EXAMINATION, PART 2

---> Press Statement 2

---> "Press Harder"

---> "Add to Testimony"

---> Statement 1b is added to the Testimony

---> Present "Chip Photo" at Statement 1b

---> "Both were right"

WITNESS'S ACCOUNT, PART 3

"THE FINAL HAND"

1. "The last hand...both men had "full house"."
- 2a. "There is four of each card in deck, from ace to king."
- 2b. "Mr. Smith's hand has three aces, and Mr. Wright's two...It is five
aces
in all."
3. "If you look at both men's hands, cheat is more obvious."
4. "The next moment, game becomes argument, dah! The defendant's trick was
exposed!"
5. "He took bottle in his hand...Por Mr. Smith!"

CROSS-EXAMINATION, PART 3

---> Press Statement 3

---> Statement 2b is added to the Testimony

---> Present "Chip Photo" at Statement 2b

---> Put the cursor over the Aces in the upper-right corner and select

---> View "Victim's Hand"

---> "Victim's Hand" is added to Evidence

---> Rotate the right dial to flip over the cards. Highly the cursor over the
blue card.

---> "After the Murder"

---> "Someone else"

WITNESS'S ACCOUNT, PART 4
"THE BEST LAID TRAPS"

1. "That night, I planted the card like I was supposed to."
2. "And Wright lost the last hand, just like he was supposed to. Then Smith searched him!"
3. "But the planted card was gone! The trap failed."
- 4a. "The next moment, Wright picked up a bottle and swung it!"
- 4b. "He's the one who did it! I didn't let him out of my sight until the cops got there!"
5. "It wasn't me who hit Smith! It was that no-good, cheating defendant!"

CROSS-EXAMINATION, PART 4

---> Press Statement 4

 ---> "Press Harder"

---> Touch the "Perceive" button

---> Present "Deadly Bottle"

---> Statement 4b is added to the Testimony

---> Press Statement 4b

 ---> "Flawed"

---> Present "Wright's Cell Phone"

---> Present Kristoph Gavin's Profile

---> "Hear the Testimony"

WITNESS TESTIMONY
PHOENIX WRIGHT

WITNESS'S ACCOUNT, PART 2
"APPETITE BEFORE MURDER"

1. "That evening, Kristoph and I had dinner. We sat at the table in this photograph."
2. "Shadi Smith walked in five minutes after Kristoph left."
- 3a. "When the "trap" failed, Smith hit the waitress."
- 3b. "I discovered the "trap" during the game, and disposed of the card in the
 bottle."
4. "The girl was knocked out cold, and Smith was uncontrollable. I left to call the police."
5. "When I returned, he was dead, blood streaming from a cut on his

forehead."

6. "That's when I made another phone call...To Defense Attorney Gavin."

CROSS-EXAMINATION, PART 2

---> Press Statement 3

---> Statement 3a is revised into Statement 3b in the Testimony

---> Present "Crime Photo 1" at Statement 5

---> Examine the "Deadly Bottle" in the Court record in the 3D view. You must manually put the cursor over the bottle and hit A, and Apollo must say that it is empty.

---> Present "Deadly Bottle" at Statement 3b

INTERMISSION

---> "Bloody Ace" is added to Evidence

WITNESS TESTIMONY
KRISTOPH GAVIN

WITNESS'S ACCOUNT, PART 1
"THAT FATEFUL NIGHT"

1. "The rage I sensed in that man that night troubled me...So I returned to the club."
2. "I went down to the basement and peeked in through the little window to the Hydeout."
3. "It must have been right after the murder took place."
4. "The victim was dead, as he appears in the photo."
5. "A bald head, an unconscious girl...and Wright, holding a bottle in his hand."
6. "I sensed that was not the best place for me to be at the time and so I left."
7. "That's when the call came from Wright."

CROSS-EXAMINATION, PART 1

---> Press Statement 5

---> "Show Evidence"

---> Present "Bloody Ace"

---> Highlight the cursor over the dark blue circle with a V and press
A

---> Touch the chair to highlight it in red, then draw a semi-circle to rotate it 180 degrees

---> Highlight the cursor over the red circle with a K and press A

---> Highlight the black box right in front of the victim (in the direction that the victim is facing) that is itself next to the wall

using ---> Tap the closet to highlight it in red, then move it left by your stylus and drawing a leftwards line

press ---> Highlight the cursor over the light blue circle with a 2 and A

---> Present "Olga's Photo"

the ---> Rotate the bottle to the backside using the bottom dial. Magnify the view of the bottle with the left dial. Put the cursor over card inside and press A.

AFTERMATH

---> Present "Bloody Ace"

--
EPISODE TWO: TURNABOUT CORNER

--
[E2TC]

Day One: Investigation	[2D1IV]
Day Two: Trial	[2D2TR]
Day Two: Investigation	[2D2IV]
Day Three: Trial	[2D3TR]

| CASE SYNOPSIS

|

|

|

| Circumstances: Pal Meraktis, a local doctor, was found pulling a noodle stand|

| in People Park, dead. When the corpse was discovered standing

|

| upright, with a bullet wound. The defendant's fingerprints

|

were on a nearby knife found stabbed into the ground.

The Victim: Pal Meraktis, Age 46. The director at the local Meraktis Clinic, a clinic nefarious for accomodating the more criminal elements. His body was found pulling the noodle stand in People Park.

The Suspect: Wocky Kitaki, Age 21. Son of the local Kitaki mafia head. He was witnessed shooting the victim. Is engaged to be married to Anita Tiala.

Witnesses: Wesley Stickler, Age 22. A student in the Department of Sciences and Engineering at Ivy University. Tends to ramble on with intellectually-advanced words. Anita Tiala, Age ??. A former nurse at the Meraktis Clinic. The fiancée of Wocky Kitaki.

EVIDENCE

Bowl: Hand-made porcelain bowl. Decorated with the Eldoon's Noodles mascot.

[OTHER]

Bullet: Found in the Meraktis Clinic safe. Squished from impact on the back of the safe. [EVIDENCE]

Cell Phone: Found in the Meraktis Clinic garage beneath the car. Belongs to Wesley Stickler. Has a small clock attached to it. [OTHER]

Fingerprint Powder: A power that is used to examine fingerprints. [OTHER]

Knife: A type of knife known as a shiv. Found in the ground at the crime scene. It bears the suspect's prints. [EVIDENCE]

Lamp: Found in the Meraktis Clinic office on the floor. The bulb is broken and there is a red stain on the cord. [OTHER]

Little Plum's Bloomers: Found in a trash can at People Park. Belongs to Plum

Kitaki. Stolen by Wesley Stickler. [OTHER]

Map: Shows the neighbourhood area around the Wright Anything Agency. Notable landmarks include the People Park, Kitaki Mansion, Meraktis Clinic, and Eldoon's Noodles. [MAPS]

Meraktis's Autopsy Report: Time of death: June 14, after 10PM. Cause of death: Single bullet to the right temple. [REPORTS]

Mirror: The left side mirror of the car that hit Phoenix Wright. Torn off at the root. Matches the car at the Meraktis Clinic. [OTHER]

Noodle Stand: A noodle stand belong to Mr. Eldoon. The victim was found dead while pulling the stand. [OTHER]

Pistol: Weapon left at the crime scene. Two bullets were fired. The fingerprints on the weapon were wiped. [WEAPONS]

Trucy's Panties: A prop for performing magic. Found in the exhaust pipe of the car at the Meraktis Clinic. [OTHER]

Slippers: Slippers used by patients at the Meraktis Clinic. A large toeprint was found in the left slipper. Found in a trash bin at the People Park. [OTHER]

[Alita's] Sandals: Present from Wocky, found in the lobby of the Meraktis Clinic. A large toeprint was found in the left sandal. [OTHER]

Wocky's Chart: Found in the Meraktis Clinic safe. Alita Tiala's signature is on it as a nurse. [DOCUMENTS]

Wocky's Check-Up Report: The results of a check-up performed in early June. A metallic object was found near Wocky's Heart. [DOCUMENTS]

DAY ONE: INVESTIGATION

[2D1IV]

1. Talk > Wright Talent Agency

2. Talk > Trucy Wright

3. Talk > Phoenix Wright

Automatic Movement to Hickfield Hospital

4. Talk > What Happened?

5. Talk > About Trucy...

6. Talk > Wright Talent Agency

7. Talk > Our client

8. "Map" is added to Evidence

9. Move > Wright Talent Agency

10. Talk > Who's this guy?

11. Talk > Eldoon's Noodles

12. Talk > Stolen stand

13. Talk > Trucy's request

14. Move > Accident Scene

15. Talk > The Kitakis

16. Talk > Last night's accident

17. Talk > Splattered paint

18. Pan the Screen Right

19. Examine > Highlight the cursor over the officer standing guard to the
park's entrance

> "Mirror"

> "Mirror" is added to the evidence

20. Talk > People Park

21. Talk > A private matter

22. Move > Scene of the Stand Theft

23. Talk > Eldoon's Noodles

24. Talk > Stolen stand

25. Talk > The Garage
26. Examine > The bowl lying on the ground next to the blue canvas
 - > "Bowl" is added to Evidence
27. Pan the Screen Left
28. Examine > Highlight the police car
29. Talk > Meraktis Clinic
30. Move > Meraktis Clinic - Garage
31. Examine > Car
32. Highlight the cursor over the blue item stuffed in the exhaust pipe and select it.
 - > "Trucy's Panties" is added to Evidence
33. Highlight the cursor over the pink rectangular-shaped object underneath the car to the left side.
 - > "Cell Phone" is added to Evidence
34. Put the cursor over where the car's left side mirror should be and select it.
 - > "Show Evidence"
 - > Present "Mirror"
35. Move > Scene of the Stand Theft
36. Move > Wright Anything Agency
37. Talk > Panty-snatcher
38. Talk > Any leads?
39. Move > Hickfield Clinic
40. Talk > Progress report
41. Talk > Meraktis Clinic
42. Talk > People Park
43. Move > Wright Anything Agency
44. Talk > Your request
45. Talk > Tiala's story
46. Talk > Murder in the park

47. Talk > Your fiancé

> "Letter of Request" is added to Evidence

48. Move > Kitaki Mansion

Automatic Movement to People Park

49. Talk > The case

You can talk to Skye with the other two conversations, but they will only result in the same things.

50. Examine > Highlight the food cart and select A

51. Move > Kitaki Mansion

52. Move > Wright Anything Agency

53. Move > Hickfield Clinic

54. Talk > Murder

55. Talk > Skye connection

56. Talk > Mysterious Prince

57. Move > Wright Anything Agency

58. Examine > The blue silk top hat in between the three boxes at the back of the room

> "White Powder" added to Evidence

59. Move > Kitaki Mansion

60. Move > People Park

61. Present > White Powder

62. Examine > The red trash can on the left side next to the road and red lightpole

> "Bloomers" is added to Evidence

63. Examine > The knife planted into the ground next to the tag that says '2' at the base of the mannequin

You will be given an automatic tutorial on using the white powder and dusting for finger prints, so listen up.

> Select any of the available fingerprints

> Touch the screen to spread white powder all over

> Blow into the mic on your Nintendo DS unit

> Compare with Wocky Kitaki

> "Knife" is added to Evidence

64. Talk > The case

> Present "Guy Eldoon"

> "Noodle Stand" is added to Evidence

65. Talk > Your story

66. Talk > The Defendant

67. Talk > The Victim

68. Move > Kitaki Mansion

69. Move > Wright Anything Agency

70. Move > Detention Center

DAY TWO: TRIAL

[2D2TR]

THE LOBBY

---> Storyline information, so read through it.

THE COURTROOM

WITNESS TESTIMONY WOCKY KATAKI

WITNESS'S ACCOUNT, PART 1 "WOCKY KITAKI'S "TRUTH""

1. "I'll tell you one thing, that doctor was a quacker!"
2. "Someone had to show him what's what!"
3. "I was in his clinic 'bout half a year ago. He messed up my op something bad."
4. "And then he just lets me go, without a word. See ya later, bye!"
5. "So I gotta go in, get another doc to patch me up again!"
6. "That was the day I done figured it out. No O.G.'s gonna let that pass!"
7. "That's why I went to his pad that night, know what I'm saying!?"

CROSS-EXAMINATION, PART 1

---> Press Statement 1

---> Press Statement 2

---> Press Statement 3

---> "Wocky's Check-Up Report" added to the Court Record

WITNESS TESTIMONY
WESLEY STICKLER

WITNESS'S ACCOUNT, PART 1
"A NIGHT IN THE PARK"

1. "That night, I passed through the park on my way home from shopping...when
I saw them!"
2. "One man, pulling a stand. Another man, facing him."
3. "I saw them quite clearly. The man facing the victim was the defendant."
4. "In his hand he held...yes, a pistol! It was pointed at the man pulling the stand."
5. "A shot! The bullet hit the man pulling the stand from the front, square in the forehead."

CROSS-EXAMINATION, PART 1

---> "Pistol" is added to Evidence

---> Present "Meraktis's Autopsy Report" at Statement 5

WITNESS'S ACCOUNT, PART 2
"A NIGHT IN THE PARK 2"

1. "As soon as the killer raised his pistol, I took action."
2. "'Cease this at once, you two!' I cried...with composure."
3. "The victim turned in the direction of my voice...and a shot rang out."
4. "Whereupon our cowardly killer, the defendant, appeared to have become frightened."
5. "Tossing the pistol aside, he fled from the scene."

CROSS-EXAMINATION, PART 2

---> Present "Pistol" at Statement 5

---> "No Way"

---> Present "Knife"

WITNESS'S ACCOUNT, PART 3
"FROM SHOT TO CALL"

1. "I could not prevent the killer from leaving the scene."
2. "Nor could I simply leave the scene in good conscience."
3. "Ergo! I used my cell phone to call the police."
4. "Until the police arrived at the scene 10 minutes later, I saw no one else."

CROSS-EXAMINATION, PART 3

---> Press Statement 1

---> Press Statement 2

---> Press Statement 3

---> Press Statement 4

---> "Yes"

INTERMISSION

---> Choose either option

WITNESS'S ACCOUNT, PART 4
"FROM SHOT TO CALL"

1. "I could not prevent the killer from leaving the scene."
2. "Nor could I simply leave the scene in good conscience."
3. "Ergo! I used my cell phone to call the police."
4. "Until the police arrived at the scene 10 minutes later, I saw no one else."

CROSS-EXAMINATION, PART 4

---> Press Statement 4

---> Tap the gold bracelet on the top of the touch screen when prompted to do so

---> Use the D-Pad or scroll down with the touch screen to his right hand on top of his book, and hit A. This needs to be in a precise position, so move it around a bit while constantly hitting A

---> When Stickler says "I used my cell phone" hit the Perceive button, and then select the Confirm button

---> "Ask for his number"

---> "Show Evidence"

---> Present "Mirror"

WITNESS'S ACCOUNT, PART 5
"STICKLER'S "TRUTH""

1. "That night...Yes! I went to the supermarket."
2. "I must have dropped my cell phone on my way back."
3. "And when I was walking through the park, I happened to witness the crime!"
- 4a. "...I saw the killer, the victim, the stand...all as clear as day!"
- 4b. "Why I even remember the sign on the stand the victim was pulling! It said "NOODLE"!"
5. "It was him! I saw the defendant at the scene!"

CROSS-EXAMINATION, PART 5

---> Press Statement 4

---> "The noodle stand"

---> "Very important"

---> Present "Noodle Stand" at Statement 4b

---> "and he saw it right"

---> Put the cursor on any spot in the general area _NORTH_ of the cart and select (yes, even on the black spot)

---> "Accuse of another crime"

---> Present "Trucy's Panties"

---> Present "Bloomers"

DAY TWO: INVESTIGATION

[2D2IV]

1. Talk > Marriage

2. Talk > The Kitakis

3. Talk > Wocky's operation
4. Move > Detention Center
5. Talk > Panty-snatcher
6. Talk > What you witnessed
7. Move > Wright Anything Agency
8. Talk > The case
9. Talk > Any leads?
10. Move > Kitaki Mansion
11. Talk > Wocky
12. Talk > The case
13. Talk > Alita Tiala
14. Talk > Father and Son
15. Move > Eldoon's House
16. Talk > The noodle stand
17. Talk > The Meraktis Clinic
18. Talk > Eldoon's Past
19. Move > Wright Anything Agency
20. Move > Detention Center
21. Talk > Your fiancée
22. Talk > Meratkis Clinic
23. Talk > Wocky's Future
24. Present > Pistol
25. Talk > The night of the crime
26. Move > Wright Anything Agency
27. Move > Kitaki Mansion
28. Pan the screen right
29. Examine > The trash can next to the People Park front entrance sign
 > "Slippers" is added to Evidence
30. Look at the Slippers in the Court Record, and manually check them. In the

3D examination screen, flip the Slippers over to the bottom side, and highlight the leaf-shaped imprint in the paint on the bottom of the left slipper.

31. Flip the slippers around so that they are perfectly flat on the screen, then rotate it so that you are looking on the soles of the sandals from the back. You should see a black mark on the inside of the left sandal.

Rotate

it around while keeping your cursor highlighted on the black mark until you get the prompt to examine it. When you do, examine it.

> Touch the screen to spread white powder all over

> Blow into the mic on your Nintendo DS unit

32. Move > Eldoon's House

33. Pan the Screen Left

34. Move > Kitaki Mansion

35. Move > People Park

36. Talk > Detective Skye

37. Talk > Prosecutor Gavin

38. Talk > The new kit?

39. "Try It"

> Tap the screen on any empty areas in the footprint to fill the area surrounding. The longer you have tapped for, the more plaster that will be filled. Be sure not to cause it to overflow out of the footprint in places should you wish to save on plaster. The print does NOT have to be 100% filled, but it does need to be very close (so you can ignore all the tiny spots).

> Tap and drag the dryer around until the plaster has turned completely solid white.

> Grab the plaster, then drag it up and down roll the ink onto the shoeprint.

> Select Wocky Kitaki's profile, and Compare

40. Talk > Footprint Analysis

> Repeat the same steps as before, this time choosing the green prints.

There is nothing new with this shoeprint, besides it being split up into two sections.

> Compare with Wesley Stickler's profile this time around.

41. Talk > Another footprint
 > Choose the red shoe this time around.

42. Talk > Mysterious Footprint
 > "Show Evidence"
 > Present "Slippers"
 > "Detective Skye's Orders" added to the Evidence

43. Move > Kitaki Mansion

44. Move > Eldoon's House

45. Move > Meraktis Clinic

46. Examine > The blue sandals lying on the floor in the lower right corner
 > "Sandals" is added to Evidence

47. Look at the sandals in the court record, and rotate it left slightly so that you are looking at the front end of the sandals. Examine the
toeprints
 in the left sandal. You will have to sprinkle the powder on the toeprint and then dust again.

48. Examine > The door in the upper left corner under the flashing green sign
 Automatic Movement into Meraktis Clinic - Office

49. Examine > The green lamp standing on the floor with the wire going over the top of the desk
 > "Lamp" is added to Evidence

50. Examine > The safe to the left of the chair
 > "I've got just the thing!"
 > Present "Fingerprint Powder"
 > This is just a standard fingerprinting procedure with a twist, so do it as normal.
 > Press "5" and then "2"

51. Examine > The blase-coloured folder
 > "Wocky's Chart" is added to Evidence

52. Examine > The hole in the back of the safe
 > "Bullet" is added to Evidence

53. Move > Meraktis Clinic

54. Move > Eldoon's House

55. Move > Kitaki Mansion

56. Move > People Park

57. Present > Sandals

> "Got one right here"

> Present "Slippers"

58. Move > Kitaki Mansion

59. Move > Wright Anything Agency

60. Move > Hickfield Clinic

61. Talk > 7 years ago

62. Talk > Forged evidence

63. Move > Wright Anything Agency

64. Move > Detention Center

65. Talk > Guilty Verdict

66. Talk > Your father

67. Present > Sandals

> "Sandals" updated to "Alita's Sandals" in Evidence

68. Present > Wocky's Chart

69. Talk > Wocky & Alita

70. Talk > Health check-up

71. Move > Wright Anything Agency

72. Move > Eldoon's House

73. Present > Wocky's Chart

74. Talk > Wocky's Chart

75. Talk > Meraktis's dilemma

DAY THREE: TRIAL

[2D3TR]

THE LOBBY

---> Storyline information, so read through it.

THE COURTROOM

WITNESS TESTIMONY
ALITA TIALA

WITNESS'S ACCOUNT, PART 1
"WOCKY'S PLAN"

1. "It was the day that the family health check-up results came back."
2. "When Wocky found out that Dr. Meraktis had lied, he flew into a rage."
3. "'I'll teach him!' he said. He took one of the Family's pistols..."
4. "...And, you already know what happened that night."
5. "I...just don't see how anyone but Wocky could have done it."

CROSS-EXAMINATION, PART 1

---> Press Statement 5

---> "There was another"

---> Present "Alita Tiala"'s Profile

---> Present "Wocky's Chart"

---> Present "Alita's Sandals"

WITNESS'S ACCOUNT, PART 2
"THE MERAKTIS CLINIC"

1. "I did go to the clinic that day. My first time in half a year, since I quit in January."
2. "I went to warn him. After all, I knew Wocky had the pistol."
3. "The doctor always was a timid man...too timid to admit his own mistake."
- 4a. "Why else would I have gone? I'm not hiding any dark secrets."
- 4b. "Why would I go to the clinic now for a half-year-old chart?"
- 5a. "I wanted to tell him to be careful, as an old friend."
- 5b. "Nothing happened at all. I warned him, and left."

CROSS-EXAMINATION, PART 2

---> Present "Wocky's Chart" at Statement 4

---> Statement 4b is added to the Testimony

---> Touch the bracelet at Statement 4b

---> Scroll down to her hands that are bunched together to see a sort of ring-like object on the fingers. When she says "I go to the clinic now", it will start moving. Perceive this, and then Confirm.

---> Present "Wocky's Check-Up Report"

---> Statement 5a is changed to 5b in the Testimony

---> Present "Bullet" at Statement 5b

WITNESS'S ACCOUNT, PART 3
"THE MERAKTIS CLINIC 2"

1. "Yes, I went to the clinic that day to speak to the doctor."
2. "I wanted that chart, but I failed to get it. So I went back to the clinic later."
3. "In any case, I didn't shoot him. You don't even have proof I stole that pistol, do you."
4. "And that brat was spotted in the park at the moment of the crime."
5. "Frankly, I don't think it matters if Dr. Meratkis was shot in the temple or not."

CROSS-EXAMINATION, PART 3

---> Press Statement 5

---> "Someplace else"

---> Put your cursor on the inside of the cart, to the right of the victim

---> "Well, I've got it"

---> Present "Slippers"

---> Present "Bowl"

WITNESS'S ACCOUNT, PART 4
"TIALA'S EXPLANATION"

1. "That night, I went to ask Dr. Meraktis for the chart."
2. "I had no intention of ever letting that chart fall into the Kitaki Family's hands."

3. "But Dr. Meraktis didn't understand..."
4. "For some reason, he thought the Kitakis had sent me!"
5. "So I gave up and went home...All I did was talk to him!"

CROSS-EXAMINATION, PART 4

---> Touch the bracelet at Statement 5 to Perceive. Put the cursor over her right hand (the one that is next to the kerchief on her neck). When she says "All I did was talk to him!", her hand should start tugging at the kerchief, so perceive and then Confirm here.

---> Present "Lamp"

---> Present "Noodle Stand"

---> Highlight the cursor on the river flowing on the very left side of the map

---> "The car didn't run"

---> Present "Trucy's Panties"

THE LOBBY

---> Present "Wocky's Chart"

--

EPISODE THREE: TURNABOUT SERENADE

--

[E3TS]

Day One: Investigation	[3D1IV]
Day Two: Trial	[3D2TR]
Day Two: Investigation	[3D3IV]
Day Three: Trial	[3D3TR]

CASE SYNOPSIS

|
|
|
|
|Circumstances: At a concert in conjunction with the Gavinnars and the
|
| mysterious Lamiroir, Lamiroir's manager is shot dead during
|

the third act. There is only one way out of the room that the victim was discovered in - and Apollo Justice and Ema Skye were standing right next to it at the time of the shooting, sure to witness anybody coming out.

The Victim: Ramon LeTouse, Age 35. Lamiroir's singing career manager. He took a long time in dying, and so Apollo Justice heard his last words.

The Suspect: Machi Tobaye, Age 14. A Borginian-born child genius at piano. He is blind and unable to speak English. Only he could have possibly climbed through a vent in the room where the crime took place.

Witnesses: Lamiroir, Age 40. A famed singer from Borginia, who is passed off publicly as only being able to speak Borginia, although she is reasonably decent with English.

Ema Skye, Age 25. A detective who wanted to become a forensic investigator. She was assigned to security detail on the night of the murder, and was the first on the scene, along with Apollo Justice.

EVIDENCE

Borginian Newspaper: An article about the case in Borginian. It does not note the oddity of the crime following the lyrics.

[DOCUMENTS]

Brooch: A brooch with a blue diamond. Found at the crime scene. Belongs to Lamiroir. [OTHER]

Burnt Fragments: Remains of what is thought to be firecrackers, found at the crime scene. Bears gunpowder residue. [EVIDENCE]

Crime Photo: Shows a topdown picture of the victim sprawled on the ground.

Mr. LeTouse was shot in the shoulder. [PHOTOGRAPHS]

|Diagram: A diagram of Lamiroir's dressing room, the crime scene. [MAPS]|

|Forum Diagram: Cross-section diagram of the Sunshine Coliseum. [MAPS]|

|Headset: Receiver/transmitter for voice signals. To stop interference with
|sound equipment, the range is only 30 feet. All concert staff were
|wearing headsets. [EVIDENCE]|

|Igniter: Two identical igniters, one found at the crime scene, one in
|Gavin's|
|guitar. When an electronic signal is sent, a fire is set off.
|[EVIDENCE]|

|Investigation Request: A request for investigation from Klavier Gavin. The
|main clause is that all information in regards to the
|crime must be restricted to police and related
|need-to-know parties. [DOCUMENTS]|

|Key Ring: Found in Mr. LeTouse's left hand. Belongs to Klavier Gavin. It
|fulfills the first part of the lyrics to The Guitar's Serenade.
|[OTHER]|

|LeTouse's Autopsy Report: Death due to loss of blood from a gunshot wound.
|The estimated time of death was between 9:00 and
|9:30 PM. [REPORTS]|

|Lyrics Sheet: The lyrics to Lamiroir's Ballad. Received from Gavin.
|[DOCUMENTS]|

|Mixing Board: An instrument that allows the replay of separate tracks.
|[OTHER]|

|Newspaper Article: An article about the Chief Justice's son, who is
|inflicted|
|with the disease incuritis. [DOCUMENTS]|

|Postcard: A postcard with Lamiroir on it. The "landscape painter in sound".
|[OTHER]|

|Prosecutor Gavin's Guitar: A gift from Lamiroir, sent from Borginia via a
|vacuum-compressed package. Burned the night of the
|concert. Gavin wrote The Guitar Serenade using|

(itself next to the door) on the left side

> "Brooch" is added to Evidence

10. Pan the Screen Right

11. Examine > LeTouse's body (close-up)

12. Examine > The left hand of LeTouse

> "Key Ring" is added to evidence

> Hit the Back Button

13. Examine > The revolver on the floor next to the corpse

> "Revolver" is added to Evidence

14. Present > Revolver

15. Talk > The murder weapon

16. Move > Backstage Hallway

17. Move > The stage

18. Talk > The case

19. Talk > The Gavinnners

20. Talk > The missed cue

> Gavin shall give you a tutorial on how to operate it. If you want to figure it out by yourself, simply go through each instrument individually by dragging the sliders on all the other instruments to the bottom so only the instrument in question is played.

> Once you have gotten the answer (it is instrument 2), press the corresponding number.

> "Mixing Board" is added to Evidence

21. Present > Key Ring

22. Talk > Gavin's troubles

> "I have noticed"

> Present "Lyrics Sheet"

23. Talk > The song's prediction

24. Move > Backstage Hallway

25. Move > Gavinner's Dressing Room

26. Examine > The postcards on the wooden table in the lower part of the screen

(only if you failed to do this before while Trucy was around)

> "Postcard" is added to Evidence

27. Present > Brooch

28. Talk > Lamiroir

29. Talk > Machi

30. Talk > Mr. LeTouse

31. Talk > The "Siren"

32. Move > Backstage Hallway

Automatic Movement to Lamiroir's Dressing Room

33. Talk > Disappearing Act

34. Move > Backstage Hallway

35. Move > The stage

36. Examine > The steel structure behind the piano that raises the platform that Gavin and Lamiroir were performing on

DAY TWO: TRIAL

[3D2TR]

THE COURTROOM

---> "LeTouse's Autopsy Report" is added to Evidence

---> "Crime Photo" is added to Evidence

---> "Diagram" is added to Evidence

WITNESS TESTIMONY
EMA SKYE

WITNESS'S ACCOUNT, PART 1
"MURDEROUS CIRCUMSTANCES"

1. "The night of the murder, I was on security backstage, at Prosecutor Gavin's request."
2. "Only people involved with the concert in some way were allowed backstage."

3. "At the beginning of the third set...I heard shots."
4. "I went into the room, filled with blaring rock music, and found the body."
5. "I examined the scene and determined that only the defendant could have done it."

CROSS-EXAMINATION, PART 1

---> Press Statement 1

---> Press Statement 4

---> Press Statement 5

---> "Call a Witness"

---> Present "Lamiroir"'s Profile

WITNESS TESTIMONY
LAMIROIR

WITNESS'S ACCOUNT, PART 1
"WHAT I SAW"

1. "As for what I saw...I saw nothing."
2. "That night, I was invited to sing on stage, and this I did."
- 3a. "I did not return backstage after the second set."
- 3b. "When my performance was finished, I went backstage for just a moment..."
- 3c. "I saw nothing. The late Mr. LeTouse's body was behind a wall."
- 3d. "I saw bullet holes in the wall, and knew Mr. LeTouse had been shot..."
4. "Then I was led by the police to Mr. Gavin's dressing room, and told to wait there."
5. "That was where I learned that something had happened...But I wasn't told the details."

CROSS-EXAMINATION, PART 1

---> Present "Brooch" at Statement 3

---> Statements 3b and 3c are added to the Testimony

---> Touch the bracelet at Statement 3c to go into Perception Mode. Move the cursor down to her mouth (which you can see behind the veil that she wears). When Lamiroir states "The late Mr. LeTouse's body", her lips will barely open up to speak, so Perceive and Confirm while highlighting her mouth at this moment.

---> Present "Investigation Request"

---> Statement 3d is added to the Testimony

---> Present "Diagram" at Statement 3d

WITNESS'S ACCOUNT, PART 2
"WHAT I SAW 2"

1. "I was on my way from the stage to the backstage exit."
2. "There was something like a little window there...That's how I saw it."
3. "There were two shots...I couldn't do anything to stop it."
4. "But it wasn't Machi!"
5. "It was a grown person!...I know it was!"

CROSS-EXAMINATION, PART 2

---> Press Statement 5

---> "It's contradictory"

WITNESS TESTIMONY
EMA SKYE

WITNESS'S ACCOUNT, PART 2
"THE MISSING BODY"

1. "I believe Machi stole the body because of some lyrics."
2. "He moved the body to match Lamiroir's song."
3. "No one in this country had a motive to kill the victim."
- 4a. "And, Machi practically left his signature at the scene."
- 4b. "From the state of the crime scene, I conclude the shooter was blind."
5. "All of this evidence clearly points to the defendant."

CROSS-EXAMINATION, PART 2

---> Press Statement 4

---> "Raise an objection"

---> Statement 4b is added to the Testimony

---> Press Statement 4b

---> "I've got just the thing!"

---> Present "Crime Photo"

---> Highlight the bloodstain in the floor to the left of LeTouse's right hand.

---> When prompted to, just tap on the screen a few times to activate the luminol reagent.

---> "Show evidence"

---> Present "Postcard"

WITNESS TESTIMONY
LAMIROIR

WITNESS'S ACCOUNT, PART 3
"LAMIROIR'S EYES"

1. "I have no memory of the "light"."
2. "I debuted in a world of darkness and sound..."
3. "My producer came up with my PR line before he knew this."
4. "So, silly as it may sound, I had to pretend I could see."
5. "Everyone on my staff knew, of course, but no others."

CROSS-EXAMINATION, PART 3

---> Press Statement 5

DAY ONE: INVESTIGATION

[3D2IV]

1. Talk > Daryan did it
2. Talk > Agent LeTouse
3. Talk > Troupe Gramarye
4. Talk > Trucy's father

> "Video Tape" is added to Evidence

5. Present > Video Tape
6. Move > Detention Center
7. Talk > The Trial today

8. Talk > Lamiroir's testimony
9. Talk > Machie's eyesight
10. Move > Wright Anything Agency
11. Move > Sunshine Coliseum
12. Move > Backstage Hallway
13. Talk > The voice
14. Talk > Machi
15. Talk > Mr. LeTouse
16. Talk > "Darkness"
17. Present > Video Tape
 - > "Headset" is added to Evidence
18. Examine the Headset in the Court Records by bringing it up on the 3D screen and manually hitting the A button to trigger a conversation between Apollo and Trucy.
19. Present > Headset
20. Move > The stage
21. Talk > Lamiroir's illusion
22. Talk > Troupe Gramarye
23. Talk > Valant and Zak
24. Examine > The piano in the approximate center of the screen
 - > "Switch" is added to Evidence
25. Move > Backstage Hallway
26. Move > Lamiroir's Dressing Room
27. Talk > The trial today
28. Talk > The case
29. Talk > Something strange
30. Present > Switch
31. Talk > The switch
 - > "Switch" updated to "Remote Trigger" in the Evidence

> "Forum Diagram" is added to Evidence

> "Igniter" is added to Evidence

32. Move > Backstage Hallway

33. Move > Sunshine Coliseum

34. Talk > Your alibi

35. Talk > Prosecutor Gavin

36. Move > Gavin's Office

37. Talk > The case

> "Borginian Newspaper" is added to Evidence

38. Talk > The Guitar's Serenade

39. Examine > The burned guitar on the lower right table with white and red
tablecloths

40. Examine > The tray on top of the nearby chair with a container on top

41. Talk > Lamiroir's guitar

> "Prosecutor Gavin's Guitar" is added to Evidence

42. Talk > The strange lump

> "Replica" is added to Evidence

43. Present > Igniter

44. Move > Sunshine Coliseum

45. Move > Backstage Hallway

46. Move > The stage

47. Examine > The red case near the entrance next to the ladder

Automatic Movement to Hickfield Clinic

48. Talk > Attacked!

49. Talk > Assailant

50. Present > Replica

51. Talk > The Borginian Cocoon

52. Talk > Smuggling

Automatic Movement to Detention Center

> Present "Replica"

53. Talk > The Cocoon

> "Replica" is updated in Evidence

DAY THREE: TRIAL

[3D3TR]

THE LOBBY

---> "Newspaper Article" is added to Evidence

THE COURTROOM

WITNESS TESTIMONY
MACHI TOBAYE & LAMIROIR

WITNESS'S ACCOUNT, PART 1
"PROOF OF INNOCENCE"

1. "He says that word of Mr. LeTouse's death came as a great shock."
2. "But if the killing truly followed the lyrics of my song..."
3. "...I, that is, he, could not have done it."
- 4a. "He says that because the lyrics are in English, he does not understand them."
- 4b. "It was I who explained that the crime following the song."

CROSS-EXAMINATION, PART 1

---> Press your bracelet at Statement 4. Scroll your cursor down to Machi's eyes behind his glasses, and when Lamiroir says "are in English", his eyes will dart left and right. Perceive at this statement, and then confirm it.

---> Present "Borginian Newspaper"

---> Statement 4b is added to the Testimony

---> Press your bracelet again at Statement 4b. This time around, focus on Lamiroir's mouth, and when she begins to say "'It was I who explained", her lips will stay clamped shut, much like the trial in Day Two of the case. Perceive this statement and confirm.

---> Present "Machi Tobaye"'s Profile

WITNESS TESTIMONY
LAMIROIR

WITNESS'S ACCOUNT, PART 1
"WHAT I HEARD"

1. "I was on my way from the stage to the backstage exit."
- 2a. "That's when I heard them: Mr. LeTouse and the detective."
- 2b. "From the small window, I heard a voice say, "Press the switch! Now!""
3. "I heard the faint shot of a gunshot and stopped. Then I heard another gunshot."
4. "There was the smell of gunpowder...I knew I must tell someone, but..."
5. "I was in a hurry, so I kept moving past the small window."

CROSS-EXAMINATION, PART 1

---> Press Statement 2

---> "What were they talking about?"

---> Present "Remote Trigger" at Statement 2b

---> Present "Headset"

---> Present "Igniter"

---> "She was somewhere else"

---> Pan the screen left to the side opposite, and then point the cursor at the ceiling next to the ventilation shaft (you only need to be close to it).

WITNESS'S ACCOUNT, PART 2
"ABOVE THE CEILING"

1. "Yes, I was above the ceiling when I heard the voice."
2. "I had heard there was a, er, "small window" there before."
3. "It was in the middle of my performance...I had no time to report what I had heard."
4. "As to why I was there...I cannot say."
5. "I am bound to secrecy on this matter."

CROSS-EXAMINATION, PART 2

---> Present "Video Tape" at Statement 4

WITNESS'S ACCOUNT, PART 3
"THE BIG ILLUSION"

1. "I followed the route exactly as I was instructed."
2. "There is an emergency exit in the backstage, where a stagehand waited."
3. "From there, one can enter the forum on the opposite side from the stage."
- 4a. "The plan was for me to move there in two minutes."
- 4b. "I...had to keep singing, even while I moved."
5. "I was on my way, when I heard the voice."

CROSS-EXAMINATION, PART 3

---> Press Statement 4

---> "Present Evidence"

---> Present "Brooch"

---> Press Statement 4b

THE LOBBY

---> "Burnt Fragments" is added to Evidence

THE COURTROOM

WITNESS TESTIMONY
DARYAN CRESCEND

WITNESS'S ACCOUNT, PART 1
"DARYAN'S REBUTTAL"

1. "The diva's lying, plain and simple. She's got nothing to back up her story."
2. "In the first place, she never heard my voice!"
3. "She "forgot the words because she heard gunshots"? As if!"
- 4a. "Didn't Detective Ema Skye hear those gunshots during the third set, anyway?"
- 4b. "The shooting took place during the second set? If you're so sure, let's see your proof."
5. "The shooting took place when I was on stage, man!"

CROSS-EXAMINATION, PART 1

---> Present "Burnt Fragments" at Statement 4

---> Statement 4b is added to the Testimony

---> Present "Mixing Board" at Statement 4b

---> Tap Track #1 to present it

WITNESS'S ACCOUNT, PART 2
"PROOF OF INNOCENCE"

1. "C'mon! Why would I even want to kill that manager?"
2. "You want a reason? Easy. I got no motive, man!"
3. "This was that diva's first trip to this country, right?"
4. "How could I possibly know her manager?"
5. "If I didn't know him, why would I want to kill him?"

CROSS-EXAMINATION, PART 2

---> Present "Replica" at Statement 2

WITNESS'S ACCOUNT, PART 3
"COCOON SMUGGLING"

1. "International Affairs got a memo about these cocoons."
2. "Interpol's all hot and bothered about 'em."
- 3a. "Can't sell 'em on the black market. Too dangerous."
- 3b. "Borginian Customs is very thorough. Everything and everyone gets checked."
- 3c. "Cocoon possession will get you arrested on the spot, and then sentenced to death."
- 3d. "Hey man, if there's a way to get cocoons out of there, I'd sure like to know."
4. "Yeah, cocoon smuggling isn't exactly lucrative anymore."
5. "Man, I'm in International Affairs! I know the deal!"

CROSS-EXAMINATION, PART 3

---> Present "Newspaper Article" at Statement 3

---> Statements 3b, 3c, and 3d replace Statements 3a, 4 and 5 in the Testimony

---> Present "Prosecutor Gavin's Guitar" at Statement 3d

---> Present "Machi Tobaye"'s Profile

---> "I can prove it."

---> Present "Mixing Board"

---> On the bottom, tap the first of the four orange bars (to represent Phase 1 of the song) and present it.

---> "Call a Witness"

---> Present "Machi Tobaye"'s guilt

--

EPISODE FOUR: TURNABOUT SUCCESSION

--

[E4TS]

Day One: Investigation	[4D1IV]
Day Two: Trial	[4D2TR]
Seven Years Ago: Trial	[7YATR]
Mason System	[MSSYS]

	CASE SYNOPSIS	
	Circumstances: Drew Misham, a painter famous for not giving interviews,	
	finally granted one to journalist Spark Brushel. On the night	
	of the interview, his daughter, Vera Misham, served both of	
	them coffee. After one sip from his coffee cup, Drew died	
	instantly. The autopsy turned up atroquinine in his body, a	
	slow-acting poison. His daughter is suspected of poisoning	
her	father.	

|The Victim: Drew Misham, Age 52. A painter who did illustrations for picture
|
|books. He was best known for his eccentricities, as he shut
himself|
|from the outside world, only writing letters for keeping
contact.|

|The Suspect: Vera Misham, Age 19. The victim's daughter, she served the
|
|coffee cup to him that purportedly had the atroquinine poison
on|
|it that did him in.

|Witnesses: Spark Brushel, Age 36. On the night of the murder, he managed to
|
|secure an exclusive first-time interview with Drew Misham. A
|
|freelance journalist.

EVIDENCE

|Acrylic: Obtained at Drew Studio. An underwater scene is present. [OTHER]

|Commemorative Stamp: Stamp sent from the client requesting the forgery of
the|
|Notebook Page. Has Valan, Zak and Thalassa Gramarye on
|
|the picture. [OTHER]

|Brushel's Card: The business card of journalist Brushel. [OTHER]

|Coffee Mug: The mug that the victim was drinking from seconds before he
died.|

|Traces of atroquinine were found on the rim. [EVIDENCE]

|Gramarye Envelope: An envelope from Mr. Wright to Trucy. She is not to open
|
|it "until the time is right". [DOCUMENTS]

|Hidden Painting: A painting found at Drew Studio, reported as stolen. A
large|
|peach is present in the foreground. [OTHER]

|Landscape: Obtained at Drew Studio. Only three quarters finished, with the
|
|rough draft still very visible.
|

|Letter Box: A box for Drew Misham's letters to go out. His only contact with
|
|the outside world. On the night of the murder, it was found
|
|empty. [OTHER]
|

|Letter from Misham: A letter sent from Drew Misham to Kristoph Gavin just
|
|before he died. There are traces of poison on the stamp.
|
|[EVIDENCE]
|

|Magic Show Ticket: A ticket for the premier showing of Valant Gramarye.
|
|[OTHER]
|

|Misham's Autopsy Report: Death by atroquinine poisoning. The estimated time
|
|of death was between 9:00 PM and 9:30 PM.
|

|Nail Polish: Retrieved from Kristoph Gavin's cell. The nail polish itself is
|
|colourless. [OTHER]
|

|Notebook Page: A page forged to look like a page from Magnifi's Diary.
|
|Nobody knows who requested its forging. [DOCUMENTS]
|

|Portrait: Obtained at Drew Studio. Abstract. [OTHER]
|

|Red Envelope: An envelope found in the victim's desk drawer, containing two
|
|sheets of writing paper. The postdate is from seven years ago.
|
|[DOCUMENTS]
|

|Tiny Frame: A frame measuring two by two inches. Traces of atroquinine
poison|

were found on the frame. [EVIDENCE]

Vera's Card: The defendant's business card. Drew Studio's address is present on the front. [DOCUMENTS]

SEVEN YEARS AGO

CASE SYNOPSIS

Circumstances: Magnifi Gramarye, the founder of the magician group Troupe Gramarye, was dying, having been hospitalized for over a year.

He then invited his two disciples, Zak and Valan Gramarye, at different times, Valan coming in later. When Valan showed up, he claimed that Magnifi was already dead of the bullet shot through the forehead that spelled the end of his life.

The Victim: Magnifi Gramarye, Age ?? . Was the founder of Troupe Gramarye.

Best known for ushering in a new age of magic tricks. He invited his two disciples to his room at separate times on the night of the murder.

The Suspect: Zak Gramarye, Age 40. Magnifi invited him in to his room at 11:05 PM, where it is purported that Zak killed him. Is a member of Troupe Gramarye.

Witnesses: Valan Gramarye, Age 37. The second of Magnifi's two magician disciples. Was supposed to come see Magnifi at 11:20 PM.

EVIDENCE

Commemorative Stamp: Stamp sent from the client requesting the forgery of the

Notebook Page. Has Valan, Zak and Thalassa Gramarye on the picture. [OTHER]

Crime Photo: Picture of Magnifi's body in the hospital room, shot through the

forehead. There is also a clown doll in the picture, also with a shot through its forehead. [PHOTOGRAPHS]

IV Report: A report that the IV stopped 10 minutes after administration

began. [REPORTS]

Letter from Misham: A letter sent from Drew Misham to Kristoph Gavin just

before he died. There are traces of poison on the stamp.

[EVIDENCE]

Magnifi's Autopsy Report: Cause of death was from a single gunshot to the

forehead. Estimated time of death is from 11:00 to 11:30 PM. [REPORTS]

Magnifi's Chart: Magnifi Gramarye was diagnosed with a malignant tumor, and

given only three months to live. [DOCUMENTS]

Magnifi's Diary: A memoir left behind by Magnifi. He was writing it up to the

time that he died. [DOCUMENTS]

Magnifi's Letter 1: Letter telling Zak to come see Magnifi in his room at

11:05 PM, asking him to shoot in the square of the

forehead. [DOCUMENTS]

Magnifi's Letter 2: Letter telling Valant to come see Magnifi in his room at

11:20 PM, asking him to shoot in the square of the

forehead. [DOCUMENTS]

|Nail Polish: Retrieved from Kristoph Gavin's cell. The nail polish itself is
|
| colourless. [OTHER] |
|
|Notebook Page: A page forged to look like a page from Magnifi's Diary.
|
| Nobody knows who requested its forging. [DOCUMENTS] |
|
|Small Syringe: Used for administering insulin shots. Has been washed and has
|
| no traces of insulin. [EVIDENCE] |
|
|Stage Pistol: A pistol used on stage that can hold and fire one real bullet.
|
| The rifling marks match the bullet found in the victim. No
|
| fingerprints were found. [WEAPONS] |
|
|Thalassa's Portrait: Picture of Thalassa, Trucy's mother. [OTHER] |
|
|The Amazing Mr. Hat: Trucy's favorite magic trick. [OTHER] |
|
|Transferral of Rights: Document transferring the right to perform the
|Gramarye|
| repertoire to Trucy. [DOCUMENTS] |
|
|Trucy's Locket: A locket containing the photo of Trucy's late mother,
|
| Thalassa. [OTHER] |
|
|Zak's Confession: A written confession by Zak to the killing of Magnifi
|
| Gramarye. [DOCUMENTS] |
|
|_____

DAY ONE: INVESTIGATION

[4D1IV]

> "Magic Show Ticket" is added to Evidence

1. Talk > The Jurist System

2. Talk > The secret mission

3. Talk > Valant Gramarye

> "Gramarye Envelope" is added to Evidence

4. Talk > The trial simulation

5. Move > Detention Center
6. Talk > Introductions
7. Talk > Your name?
8. Talk > The case
 - > "Vera's Card" is added to Evidence
9. Move > Drew Studio
 - > "Drew Misham's Paintings" is added to Evidence
10. Talk > The victim
 - > "Letter Box" is added to Evidence
11. Talk > The defendant
12. Talk > The night of the crime
13. Examine > The black coffee cup sitting on the wooden table next to the paintings
 - > "Coffee Mug" is added to Evidence
14. Examine > The painting hidden behind the wooden cabinet on the far left side
 - > "Hidden Painting" is added to Evidence
15. Present > Hidden Painting
16. Examine the Coffee Mug in the Court Records, bringing it up into the 3D screen. Rotate it around so that you can find the blue mark on the top of the mug, and then examine this blue mark.
17. Talk > Forensic Science
18. Present > Coffee Mug
 - > Spray around a bit with the poison reagent by tapping on the screen, then back out of the screen.
 - > You will automatically zoom in on a desk on the right side. Spray the SMALLER of the two picture frames (not the one in the wooden frame next to the lamp stand, but the much smaller one standing to the left of it).
 - > "Tiny Frame" is added to Evidence
19. Pan the Screen Right
20. Examine > The desk that you just sprayed poison on earlier. A close-up view
 - will result.

21. Examine > The red envelope in the slightly open desk drawer

> "Red Envelope" is added to Evidence

22. Present > Red Envelope

> When prompted to, rub the screen on all the white parts to turn them black or grey.

> Once you get free control, turn the dial around to get at all the white parts, and then rub them to make them grey or black. After a while, you should get all the parts and can read the lottery ticket. You need to get ALL the parts to continue on, so if you are not getting a conversation prompt, look to see if there are any holes in the letters or blocks. The screen will flash every time you get all the white parts on a certain depth reading.

> After you have finished the lottery ticket, you will do the letter. It is much of the same. You will also have to do a second page,

again

more of the same.

> "Red Envelope" is updated in Evidence

> "Brushel's Card" is added to Evidence

23. Move > Sunshine Coliseum

24. Talk > The big magic show

25. Talk > Magnifi Gramarye

26. Talk > Performance rights

27. Present > Brushel's Card

28. Talk > Mr. Brushel, Journalist

29. Present > Gramarye Envelope

30. Move > Wright Anything Agency

31. Move > Detention Center

32. Talk > Spark Brushel

33. Talk > The night of the crime

34. Talk > The interview

35. Move > Drew Studio

36. Present > Hidden Painting

37. Talk > Forger

38. Present > Landscape

> Do all three paintings, and you will discover something quite
intruiging.

DAY TWO: TRIAL

[4D2TR]

THE COURTROOM

---> "Misham's Autopsy Report" is added to Evidence

WITNESS TESTIMONY
SPARK BRUSHEL

WITNESS'S ACCOUNT, PART 1
"THE JOURNALIST'S STORY"

1. "I visited the studio around 9:00 that night to do the interview."
2. "The first outsider to enter the atelier! "Journalistic History Made",
end quote!"
3. "His daughter brought us coffee right after we started."
- 4a. "And you know what happened next. "Star Falls!" end quote."
- 4b. "He has one sip, if that. The next moment, he was on the floor!"
5. "No one else entered the room besides her the whole time."

CROSS-EXAMINATION, PART 1

---> Press Statement 4

---> "The "star's" coffee"

---> "Very important"

---> Statement 4b is added to the Testimony

---> Present Coffee Mug at Statement 4b

WITNESS'S ACCOUNT, PART 2
"WHAT BRUSHEL NOTICED"

1. "When I arrived at the studio, Mr. Misham was at his desk."

- 2a. "He seemed to be writing a letter...but he quickly sealed the envelope."
- 2b. "It was a yellow envelope....I heard it was left at the crime scene."
3. "I thought nothing of it at the time, of course."
4. "Now that I think about it, what if he was writing a suicide note!?"

CROSS-EXAMINATION, PART 2

---> Press Statement 2

---> "Add to Testimony"

---> Statement 2b is added to the Testimony

---> Present "Red Envelope" at Statement 2b

---> "It's impossible"

WITNESS'S ACCOUNT, PART 3

"THE SCENT OF A STORY"

1. "Actually, it took a bit of work to get a thumbs-up on the interview."
2. "'Reporter Leverages Story, Gets His Interview', end quote."
3. "The story concerned a certain case from seven years ago."
4. "That red envelope probably had something to do with it."
5. "Say what you will, but Drew's talent was without compare."

CROSS-EXAMINATION, PART 3

---> Touch your braclet at Statement 5 to go into the Perceive system. Bring your sight down to his right arm (the one raised down), and right underneath his armpit. When he states "But Drew's talent" he will start sweating, so perceive and then confirm this.

---> Present "Hidden Painting"

WITNESS'S ACCOUNT, PART 4

"THE INTERVIEW: A RECAP"

1. "The only other person in the studio that night was the defendant."
2. "It was Vera who poured the coffee. She's admitted as much herself."
3. "The only thing that touched Drew's lips during the interview was that mug."
- 4a. "And nothing left that studio after he died. Nothing."
- 4b. "A letter was put in the post from the studio, but I hardly think that

- matters."
5. "Clearly, the only one who could have poisoned him was his daughter!"

CROSS-EXAMINATION, PART 4

---> Press Statement 4

---> "Just one thing"

---> Present "Letter Box"

---> Statement 4a is updated to Statement 4b in the Testimony

---> Press Statement 3

---> "I can prove it."

---> Present "Tiny Frame"

---> Present "Red Envelope"

---> Spray the bottom right corner of the letter, then tap the spot to confirm it.

---> "Drew Misham."

---> Present "Vera Misham"'s Profile

WITNESS TESTIMONY
VERA MISHAM

WITNESS'S ACCOUNT, PART 1
"THE RED ENVELOPE"

1. "...I created things and Father sold them..."
2. "...This envelope came after my first work...that was other than a painting..."
3. "...Father handled the deal, all of it..."
4. "...I received the stamp that was in that envelope..."
- 5a. "...It was after that job that we moved to the current studio..."
- 5b. "...The stamp was a picture of favorite magicians...so I kept it..."

CROSS-EXAMINATION, PART 1

---> Press Statement 1

---> Press Statement 2

---> Press Statement 3

---> Press Statement 4

---> Press Statement 5

---> Statement 5b is added to the Testimony

---> Present "Magic Show Ticket" at Statement 5b

SEVEN YEARS AGO: TRIAL

[7YATR]

THE LOBBY

---> "Notebook Page" is added to Evidence

THE COURTROOM

---> "Magnifi's Chart" is added to Evidence

---> "Small Syringe" is added to Evidence

WITNESS TESTIMONY
DICK GUMSHOE

WITNESS'S ACCOUNT, PART 1
"THE CIRCUMSTANCES"

1. "Actually...the victim kind of ordered defendant to do him in."
2. "A few days before it happened, the victim sent a letter "ordering" his own murder."
3. "The defendant did what was asked of him, and shot the old man in the forehead!"
4. "The bullet was fired from the pistol found at the scene, no doubt about it."
- 5a. "And the pistol definitely belonged to the old man, sir!"
- 5b. "So what if he shot the clown? He still shot the victim, pal!"

CROSS-EXAMINATION, PART 1

---> "Magnifi's Letter" is added to Evidence

---> Press Statement 3

---> "Shot something else"

---> Highlight the clown doll with a hole in its forehead on the upper left corner

---> Statement 5b is added to the Testimony

---> Press Statement 4

---> Press Statement 5a

---> "Stage Pistol" is added to Evidence

---> Present "Stage Pistol" at Statement 5b

---> "Magnifi's Letter 2" is added to Evidence

WITNESS TESTIMONY
VALANT GRAMARYE

WITNESS'S ACCOUNT, PART 1
"THE NIGHT OF THE CRIME"

1. "That night, I visited the hospital room at the time Magnifi requested."
2. "The smell of gundpowder hung in the room...and my mentor had taken his final bow."
3. "I did not imagine my fellow student might have received the same instructions."
- 4a. "Yet a deal with the dead is still a deal. Death's sweet kiss...I gave to
the clown."
- 4b. "Only one pistol was in the hospital room that night. With it, I shot the clown."
5. "Then I informed the doctor and the police."

CROSS-EXAMINATION, PART 1

---> Press Statement 4

---> "the number of pistols."

---> "Quite important"

---> Statement 4a is updated to Statement 4b in the Testimony

---> Present "Stage Pistol" at Statement 4b

WITNESS'S ACCOUNT, PART 2
"WHO SHOT WHAT"

1. "I arrived in the hospital room at the appointed time, which is to say 11:20 PM."
2. "After discovering the body, I fulfilled my obligation...then called in the doctor."
3. "The doctor examined the body before the police arrived..."
- 4a. "He was quite clear about the time of death: 11:10 PM."
- 4b. "The water of life springs not eternal...The remaining IV liquid proves my innocence!"
5. "And the one in the room at that time was my partner...not me."

CROSS-EXAMINATION, PART 2

---> Press Statement 4

---> "IV Report" is added to Evidence

---> "Very important"

---> Statement 4b is added to Testimony

---> Press Statement 4b

---> "There's a contradiction"

---> Present "Crime Photo"

---> Highlight the IV bag in the upper right corner and present it

---> "He knew the IV liquid's color."

---> Present "Small Syringe"

---> "Magnifi's Diary" is added to Evidence

---> "Show evidence"

---> Present "Notebook Page"

--
MASON SYSTEM

--

[MSSYS]

For now, you get to interact with the Mason System, which allows you to look at four incidents from Phoenix Wright's past, and four in the present, that shall help you gather evidence and understanding for the final case. The order that you have to go in is pretty strict, so follow along; if you get lost, check to see if there is something that you had to do beforehand that you did not.

SEVEN YEARS AGO: WRIGHT AND CO. LAW OFFICES

1. Talk > The office
2. Talk > Daddy
3. Talk > The professional
 - > "Please, show me"
 - > "The Amazing Mr. Hat" is added to Evidence
4. Talk > Mommy
 - < "Trucy's Locket" is added to Evidence

SEVEN YEARS AGO: DEFENDANT LOBBY NO. 2

1. Talk > Meekins
2. Talk > The magician's disappearance
3. Talk > The vanishing trick
4. Press the Magatama at the top of the screen
 - > Present "Trucy Enigmar"'s Profile
 - > Present "The Amazing Mr. Hat"
5. Talk > The vanishing track
6. Talk > The trick vanishes

PRESENT DAY: BORSCHT BOWL CLUB

1. Talk > The meaning of competition
2. Talk > About Trucy
3. Talk > Transferral of rights
 > "Transferral of Rights" is added to Evidence
4. Talk > Seven years
5. Present > Trucy's Locket

PRESENT DAY: SOLITARY CELL 13

1. Talk > Gavin's murder
2. Talk > 7-year-old case
3. Talk > Reason for murder
4. Examine > The blue hand-like structure on the table next to the roses
 > "Nail Polish" is added to Evidence
5. End Search

SEVEN YEARS AGO: DREW STUDIO

1. Talk > Mr. Misham
2. Talk > The forgeries
3. Present > Notebook Page
4. Talk > Magnifi's Diary
5. Pan the Screen Right
6. Examine > The wooden desk with the lamplight. Close-up view results.
7. Examine > The small picture frame (NOT the larger one)
 > "Commemorative Stamp" is added to Evidence
8. Talk > Touch the Magatama at the top

> "The forger"

> Present "Vera Misham"'s Profile

9. Talk > Magnifi's diary

10. Talk > Your daughter

> "Talk to Vera"

11. Talk > Vera

12. Present > Commemorative Stamp

> "Great magicians, aren't they?"

13. Talk > Vera

14. Talk > The forgeries

15. Talk > Troupe Gramarye Stamp

> "Commemorative Stamp" is updated in Evidence

16. Talk > The client

17. Talk > Touch the Magatama at the top

> Present "Nail Polish"

> Present "Kristoph Gavin"'s Profile

18. Talk > The client

SEVEN YEARS AGO: DETENTION CENTER

1. Talk > The fateful trial

2. Talk > Blackmail

3. Talk > Touch the Magatama at the top

> Present "Stage Pistol"

> Present "Trucy's Locket"

> Present Commemorative Stamp

> "With a person"

> Present "Thalassa Gramarye"'s Profile

4. Talk > Blackmail

5. Talk > The darkness

PRESENT DAY: DREW STUDIOS

1. Talk > Family of Forgers

2. Talk > Paranoia

3. Talk > Zak Gramarye

4. Talk > Valant Gramarye

5. Present > Trucy's Locket

6. Talk > Thalassa

> "Thalassa's Portrait" is added to Evidence

PRESENT DAY: BORSCHT BOWL CLUB

1. Talk > Touch the Magatama at the top

> Present "Commemorative Stamp"

> Present "Apollo Justice"'s Profile

> Present "Thalassa's Portrait"

2. Talk > The Gramarye Secret

3. Talk > Trucy and Apollo

4. Talk > The bracelets

5. Talk > Eyesight

> "Zak's Confession" is added to Evidence

PRESENT DAY: SUNSHINE COLISEUM

1. Talk > Magnify Gramarye

2. Talk > Touch the Magatama at the top

> Present "Transferral of Rights"

> Present "Zak's Confession"

3. Talk > Magnify Gramarye
4. Talk > Suicide
5. Talk > Valant's "Crime"

PRESENT DAY: SOLITARY CELL 13

1. Examine > The yellow envelope on the table in the middle of the cell
 - > Spray the area around the stamp, then tap it again to confirm.
 - > "Letter from Misham" is added to Evidence

DAY THREE: TRIAL

[4D3TR]

THE COURTROOM

---> "Show "how""

---> Present "Nail Polish"

---> Present "Kristoph Gavin"'s Profile

WITNESS TESTIMONY
KRISTOPH GAVIN

WITNESS'S ACCOUNT, PART 1
"POISONING VERA"

1. "Owning the same nail polish does not a murderer make."
2. "I have been in solitary confinement for half a year. How could I poison her?"
3. "Her father died of the same poison...the meaning of which should be clear."
4. "The prosecution's case holds. She poisoned her father, then attempted to poison herself."
5. "Surely, you aren't going to suggest I was responsible for poisoning her father, too?"

CROSS-EXAMINATION, PART 1

---> Touch your bracelet at Statement 5 to go into perception mode. Move the cursor over to Kristoph Gavin's right hand touching his glasses; specifically, move it over the scar on the lower side of the back of his hand. When he says "her father, too?" his fingers will begin tensing up. Once this happens, perceive it, and then confirm it.

---> Present "Commemorative Stamp"

---> Present "Notebook Page"

---> Present "Letter from Misham"

---> You will be given the option to choose either guilty or not guilty. Choosing not guilty will give you the true ending, whereas guilty will give you the bad ending. Afterwards, confirm your choice.